

# **CHAPTER I**

## **INTRODUCTION**

### **A. Background of the Study**

Vocabulary is central to language. At Elementary School, English is introduced to the students through learning its vocabulary. It is the most important aspect that will become the basic competences of listening, speaking, reading, and writing skill. Vocabulary is central to language and critical importance to typical language learner. Without a sufficient vocabulary, one cannot communicate effectively or express his idea in both oral and written form ( Fauziati, 2002:155 ). Students should have adequate stock of vocabulary to make them communicate easily. Vocabulary should be taught and practiced in the real situation.

Teaching vocabulary is more important in elementary school. It is not easy for the teacher to teach vocabulary to the children. So the teacher must give easier learning at first. It's easier for children to learn the new vocabulary. So, it needs to repeat the lesson all the time in order to help them memorize the new vocabulary easily. So the teacher should not only master the teaching technique but also know the elementary students characteristic which need fun and enjoyable situation to get students know the learning easier.

In the classroom, students do not only focus on their teaching-learning activity but usually they also do other activities like playing and socializing with their friend. Giving more enjoyable classroom with the use of media to teach elementary students also helps the teacher in teaching-learning process. It makes the students more interested in following the lesson.

Game and memorization are some kinds of teaching media that can be used by the teacher in the classroom. It can increase the students' motivation and interest to study new words in English. The use of game and memorization is suitable with the characteristic of elementary school students as children who like playing and feel interested in something which they like.

From the explanation above, we can learn that game and memorization have much contribution in teaching-learning process, especially in teaching students at elementary school. Furthermore, the writer is interested in a research about teaching vocabulary in elementary school using game and memorization. In this case, the teacher uses media such game and memorization in teaching vocabulary that this game and memorization can make interesting and effective vocabulary practice.

Teaching-learning English in SDN 2 Sendang is just as extracurricular program at the first until third year. But it is a local content at the fourth until sixth year in SDN 2 Sendang. In this research the

researcher focuses at the fourth year. One of media used at the fourth year of SDN 2 Sendang is game and memorization. The teacher used many kinds of media, like LCD, teaching using game or picture, songs, etc. Sometimes, the teacher does teaching-learning out classing ( teaching-learning process in out door ). Based on the English teacher at the fourth year of SDN 2 Sendang, the media more often used by the teacher are teaching-learning using game, this part made the students memorize quickly, and make the students interested in following the learning process, because when using game, the students' school grades rise. The school grades are always over the standard score (60).

So the writer is interested in conducting research entitled: **A DESCRIPTIVE STUDY ON TEACHING VOCABULARY USING GAME OF OBSERVATION AND MEMORIZATION AT THE FOURTH YEAR OF SD N 2 SENDANG WONOGIRI**

## **B. Problem Statement**

The writer formulates the problem statements as follows:

1. How is the process of teaching vocabulary using game and memorization in SDN 2 Sendang Wonogiri?
2. What are the problems faced by teacher in the process of teaching vocabulary using game and memorization in SDN 2 Sendang Wonogiri?
3. How does the teacher solve the problems on teaching vocabulary using game and memorization in SDN 2 Sendang Wonogiri?

### **C. Objective of the Study**

Based on the problem above, the writer's objectives of the study are:

1. to describe the process of teaching vocabulary using game and memorization in SDN 2 Sendang Wonogiri.
2. to identify the problems faced by teacher in teaching vocabulary using game and memory in SDN 2 Sendang Wonogiri.
3. to classify the strategies implemented by teacher to solve the problem

### **D. Significance of the Study**

From this research, the writer hopes that this study has the significance that is divided into theoretical and practical significance, they are as follows:

1. Theoretical Significance
  - a. This research will help the reader to get more knowledge and information about descriptive study on teaching vocabulary using game and memorization to the elementary school students.
  - b. The result of the research can be useful for English teacher in giving lesson using media especially using game and memorization.
2. Practical Significance
  - a. The writer hopes that this research becomes one of references for another researchers who conduct the same object with different perspective.
  - b. The research will help the students in learning vocabulary.

## **E. Research Paper Organization**

The research paper organization is arranged systematically. This chapter is divided into five chapters. They are as follows:

Chapter I is introduction. It consists of Background of the Study, Problem Statement, Objective of the Study, Significance of the Study, and Research Paper Organization.

Chapter II is review of related literature. It consists of Previous Studies, Definition Vocabulary, the Importance of Vocabulary, Teaching English to Children, Definition of Teaching Vocabulary, Media for Teaching Vocabulary, Procedure on Using Game and Memorization in Teaching Vocabulary, Theoretical Framework.

Chapter III is research method. It consists of Type of the Research, Time and Place of the Research, Subject of the Study, Object of the Study, Data and Data Source, Method of Collecting Data, and Technique for Analyzing Data.

Chapter IV is Research Finding and Discussion. It consists of Research Finding and Discussion.

Chapter V is the last chapter, here the writer presents the conclusion and Suggestion about the teaching vocabulary using game of observation and memory at elementary school.